

**AMENDMENTS TO THE CLAIMS**

1-2. (canceled)

3. (previously presented) A method of interacting with a client process on a mobile device connected to a network over a wireless link, the method comprising the steps of:

managing information at a mobile applications server executing on a platform connected to the network, the information including device profile information about the mobile device, wherein the device profile information includes a buffer size describing a number of characters the mobile device can receive on input without loss of input data;

receiving, from an application, first data describing a plurality of graphical elements for display on the mobile device;

determining, based on the device profile information, whether the first data exceeds a capacity of the mobile device, wherein the capacity is based on the buffer size; and

if it is determined that the first data exceeds the capacity, then forming a subset of the first data that does not exceed the capacity of the mobile device; and

sending the subset of the first data to the client process.

4. (previously presented) A method of interacting with a client process on a mobile device connected to a network over a wireless link, the method comprising the steps of:

managing information at a mobile applications server executing on a platform connected to the network, the information including device profile information about the mobile device;

7 receiving, from an application, first data describing a plurality of graphical elements  
8 for display on the mobile device, wherein the first data indicates that a  
9 particular graphical element of the plurality of graphical elements is current;  
10 determining, based on the device profile information, whether the first data exceeds a  
11 capacity of the mobile device; and  
12 if it is determined that the first data exceeds the capacity, then  
13 forming a subset of the first data that does not exceed the capacity of the  
14 mobile device, wherein the subset includes the particular graphical  
15 element; and  
16 sending the subset of the first data to the client process.

- 1 5. (previously presented) A method of interacting with a client process on a mobile  
2 device connected to a network over a wireless link, the method comprising the steps  
3 of:  
4 managing information at a mobile applications server executing on a platform  
5 connected to the network, the information including device profile information  
6 about the mobile device, and the step of managing the information at the  
7 mobile applications server further comprising:  
8 requesting the device profile information from the mobile device;  
9 receiving the profile information from the mobile device; and  
10 storing the device profile information;  
11 receiving, from an application, first data describing a plurality of graphical elements  
12 for display on the mobile device;  
13 determining, based on the device profile information, whether the first data exceeds a  
14 capacity of the mobile device; and  
15 if it is determined that the first data exceeds the capacity, then  
16 forming a subset of the first data that does not exceed the capacity of the  
17 mobile device; and  
18 sending the subset of the first data to the client process.

1 6-26. (canceled)

1 27. (currently amended) A tangible computer-readable medium carrying one or more  
2 sequences of instructions which, when executed by one or more processors, causes  
3 the one or more processors to perform the method recited in Claim 3.

1 28. (currently amended) A tangible computer-readable medium carrying one or more  
2 sequences of instructions which, when executed by one or more processors, causes  
3 the one or more processors to perform the method recited in Claim 4.

1 29. (currently amended) A tangible computer-readable medium carrying one or more  
2 sequences of instructions which, when executed by one or more processors, causes  
3 the one or more processors to perform the method recited in Claim 5.

1 30-36. (canceled)